

CLAIMS

What is claimed is:

1. A gaming system, using a video game system having video
5 game controllers and a video display, and using an action
figure associated with the player, comprising the steps of:

achieving a score by the player by playing the video
game by viewing the video display while operating the video
game controllers;

10 transferring the score from the video game system to the
action figure; and

interacting the action figure with other gaming system
objects such that the effect of the action figure upon the
other gaming system objects is determined by the score of the
15 action figure.

2. The gaming system as recited in claim 1, wherein the
action figure has a light producing gun and a target
detector; and wherein the step of interacting the action
20 figure with other gaming system objects further comprises
firing the light producing gun to produce a light beam that
is oriented at the other gaming system objects and
determining a hit when the light beam hits the other gaming
system object and the score of the action figure is greater
25 than the value of said gaming system object.

3. The gaming system as recited in claim 2, wherein the gaming system objects include another action figure having a light producing gun and a target detector; wherein the value of said other action figure is its own score achieved through video game play; and wherein the step of determining a hit further comprises determining a hit by the action figure when the light beam of another action figure hits the target of the action figure and the score of the other action figure is greater than the score of the action figure.

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4. The gaming system as recited in claim 3, further comprising a hand-held remote controller associated with each action figure; and wherein the step of firing the light producing gun for one of the action figures further comprises signaling said action figure to fire its light producing gun by the hand-held remote controller.

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5. The gaming system as recited in claim 4, further comprising a vehicle associated with each action figure, said vehicle having steering and a motor for propelling the vehicle forwardly and rearwardly; and the method as recited further comprises the steps of seating the action figure upon the vehicle; and moving the action figure using the hand-held remote controller.

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6. The gaming system as recited in claim 5, wherein each action figure has a quick draw mode; wherein the method as

recited further comprises activating the quick draw mode on each of the action figures, firing the light producing gun of each action figure toward another of the action figures, and registering a hit by the action figure that first detects a
5 light beam at its target detector.

7. The gaming system as recited in claim 6, wherein each action figure has an upper portion and a lower portion; the upper portion and lower portion are selectively attached to
10 each other; and wherein the step of determining a hit by the action figure further comprises separating the upper and lower portion of the action figure.

8. The gaming system as recited in claim 3, wherein each
15 action figure has an upper portion and a lower portion; the upper portion and lower portion are selectively attached to each other; and wherein the step of determining a hit by the action figure further comprises separating the upper and lower portion of the action figure.

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9. The gaming system as recited in claim 8, further comprising a hand-held remote controller associated with each action figure; and wherein the step of firing the light producing gun for one of the action figures further comprises
25 signaling said action figure to fire its light producing gun by the hand-held remote controller.

10. The gaming system as recited in claim 9, further comprising a vehicle associated with each action figure, said vehicle having steering and a motor for propelling the vehicle forwardly and rearwardly; and the method as recited
5 further comprises the steps of seating the action figure upon the vehicle; and moving the action figure using the hand-held remote controller.